

YOUR ULTIMATE GUIDE TO THE SONY PLAYSTATION

PLAYSTATION

PLUS



Welcome to the
bright future of
VIDEO GAMES

EXCLUSIVE
16-PAGE TASTER OF
THE MAGAZINE OF
THE FUTURE...

PRE-LAUNCH ISSUE

emap.
images
LTD.



NEWS

WELCOME TO PLAYSTATION PLUS

Welcome to the future of video game magazines. With PlayStation Plus, we have assembled a magazine dream-team from within the mighty EMAP empire, in order to produce a title which can truly do justice to Sony's super console. These pages have been collated to give you a taster of what to expect from the full magazine which goes on sale September 22nd. We've been working around the clock to produce a mag we feel is the perfect complement for the PlayStation, and whilst you may recognise the games contained, we simply wanted to unveil the level of detail we're aiming for and establish the editorial tone. Forget everything you know about games mags, for we promise the following:

- * THE most comprehensive game reviews of any other magazine
- * A wealth of exclusive pre-views and reviews
- * Features supporting every aspect of the PlayStation and relevant aspects
- * Technical advice from those in the know
- * News pages far removed from those of 'normal' games mags
- * A magazine for die-hard games players, lapsed converts, and complete newcomers.
- * The definitive voice of the PlayStation

Intrigued? Then join us in September when video games and magazines are revolutionised by the PlayStation and PlayStation Plus.

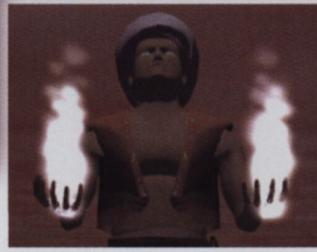
**Steve
Merrett
Editor**



MAGIC CARPET

BULLFROG:
LATE 1995

Fresh from their success with the PC version, Bullfrog are making their PlayStation debut with a conversion of Magic Carpet. Having received praise galore with the PC outing, Bullfrog are said to be tinkering with the PlayStation code to make it slightly more arcade-orientated than the original, while the machine's faster processing power will be used to shift the scenery at a greater speed. Similarly, whereas the PC game was viewed



through the carpet-rider's eyes, Bullfrog are aiming to add a series of interchangeable views to the action. A release date for the game has yet to be finalised.

GOAL STORM

KONAMI: LATE 1996

With FIFA, Actua Soccer, and a Psygnosis kickaround already on the way, Konami are lining up a new soccer game in the shape of Goal Storm. Using polygon-built players, Konami are using the PlayStation's processing speed to link the said polygons together to create what Konami claim are the most realistic players seen in such a game. The other benefit of using polygons is that they can be viewed from any angle easily and quickly, allowing the Japanese coders to add as many sweeping viewpoints as they fancy. The Japanese game will be endorsed by their J-League, and Konami are currently seeking authorisation from the Premier League to use English sides.



COMPETITION

SEEING IS BELIEVING

Warner Home Video

As we speak, there's a brand new range of

videos popping up all over the place — and we reckon there's a good chance you'll be interested in them. Warner Home Video are releasing a number of classic

Sci-Fi and Fantasy films, all under their new label, Beyond Vision. What's more, many of them are appearing in Wide Screen format for the very first time. The label is split into four distinctive collections, including Sci-Fi Classic,

Fantasy Classic, Cult Classics, and Serial Sci-Fi, with titles on offer including: Excalibur, The Haunting, Poltergeist 1 and 2, The Stand, Tommyknockers, various Hammer Horror films, and a number of Babylon 5 volumes — to name but

ALIEN TRILOGY

ACCLAIM: JANUARY

Take a dollop of Id's Doom, add a dash of James Cameron's classic Aliens, and mix well. Voila! — the new licence from Acclaim. Alien Trilogy takes aspects of the three classic films, and drops the player into a base overrun by the acid-blooded parasites. Viewed through the eyes of a Colonial Marine armed with a pulse rifle and a selection of grenades, the basic aim of the game is to survive through fourteen

chambers in order to battle the egg-laying Queen. Along the way, aliens, eggs and face-huggers await, all of whom act in keeping with their celluloid cousins. This will also be the first PlayStation game to use Acclaim's 'Motion Capture Technology' where actors are filmed wearing a series of movement-sensitive pads, with their movements being translated for inclusion into the final code. The realistic blood starts getting spilt in January.



JUDGE DREDD

ACCLAIM: SEPTEMBER



2000AD's infamous lawman, Judge Dredd, is PlayStation-bound as Acclaim unveil what will be their first game on the system. A twelve-stage platform game, Dredd is based on both the recently-released Sylvester Stallone film and the 'classic' 2000AD strips, with you controlling Dredd as he patrols the mean streets of Mega-City One, arresting perps, and solving a series of object-related puzzles. The first seven stages of the game borrow the film's plot, with Dredd following a trail that will eventually lead him to a confrontation with his clone brother, Rico, who is attempting to seize control of Mega-City One. Following this, the final stages feature heroes and villains from the comics, with Judge Death and his Dark Judges appearing alongside Mean Machine Angel. Each level comprises of three sub-stages, with Dredd facing off against a boss of some kind during the last stage. A September release date is currently being mooted, and we'll have a full preview soon.

a small selection. Best of all, we've got copies of *Soylent Green*, *The Omega Man*, *The Illustrated Man*, and *Outland*, for the five clever readers who can tell us which of the aforementioned films fea-

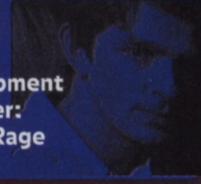
tures Sean Connery. Answers on a postcard to: Beyond Vision, PlayStation Plus, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Winners will be drawn at random.



ANSWERS PLEASE:

BARG

Development Manager:
Primal Rage



One of the more imaginative beat 'em ups to hit the arcades of late, Atari's Primal Rage offers the player full control over one of eight prehistoric pugilists, ranging from dinosaurs to large primates. The game is being converted by Croydon-based Probe Software and is said to be virtually arcade perfect. So Barg, what's so special about Primal Rage then?

"Well, the best thing about Primal Rage is the graphics. The stop-motion animation took them two years to do for the arcades, and these sprites are MASSIVE compared to any other beat 'em up around. There are also loads of moves in there, with each character having about 70 different moves. The playability will be exactly the same as the arcade, because we're using the same source code, and though the game is about 80 percent complete now, we've still got some tidying up to do. We'll also be adding some features that weren't in the arcade. We've got an endurance round, a tug of war, one-player training, and even a minute and a half rendered intro. Oh yeah, and there's also a lot of blood." Excellent. Primal Rage is released September 25th.





JUMPI

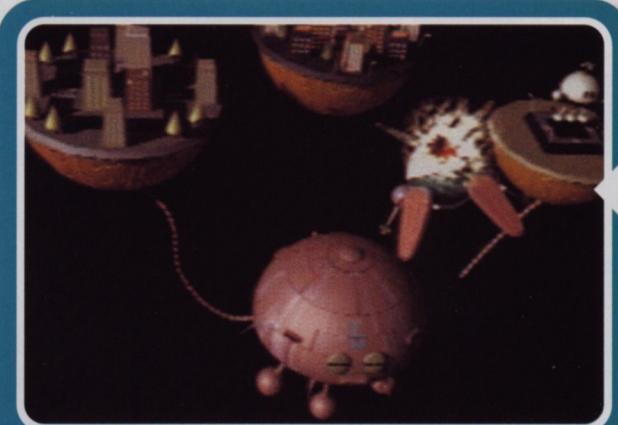


This isn't Virtual Reality, and yet Jumping Flash completely submerges the player in a world which can't possibly exist. Walk forward, and the universe does indeed move towards you. Turn your head upwards and, again, objects and scenery previously unseen swing into view. This can only be a 3D game — and what a game!

Jumping Flash! looks to be one of the more interesting of the first batch of PlayStation games, if only because of its unique perspective. Strip the mechanics of the game down to its simplest form, and in theory you've got nothing more than a golofied, lah-di-dah platformer. Run along platforms, jump from ledge to ledge, collect specific items, and shoot bad guys that get in your way. Ah, but of course you're not taking into consideration the fact that you don't watch from the traditional side-on view point. Oh no, you're looking out of your own eyes. And that's the clever thing...

As a robotic rabbit, Jumping Flash spans a number of worlds, each cluttered with nasty creatures ranging from killer camels to murderous manta rays. Your given mission is to collect a set number of jetpods dotted around each landscape. Due to the unusual viewpoint, all the customary platform rules have to be stretched here, and we're dealing with the third dimension. As such, you need to keep your chin up (not to mention down, behind, and above you.)

There are numerous extra weapons and power-ups to be found, but the sands of time are running out, and as always, the fate of the World rests with you.



...who is then dispatched to engage the buggers and retrieve the cities before they scarper.



WHAT THE...?

Things are more than a little surreal within Jumping Flash, but the title sequence gently eases the player into the strange 3D world...



First things first. This is Baron Aloha, the villain of the piece, surrounded by his loyal alien hordes. His plan? Go to Earth and nick all the major cities.



And that's what they do. Enormous chunks of land are dug up and carried away...

Later levels consist of remote metal 'islands' connected by creepy tunnels. And, strangely, it all feels as if you're underwater thanks to these nasty manta-ray creations. Glub glub.



...Which does nothing for the planet's appearance, leaving massive holes in the planet surface. Cheese anyone?

ING FLASH



P

R

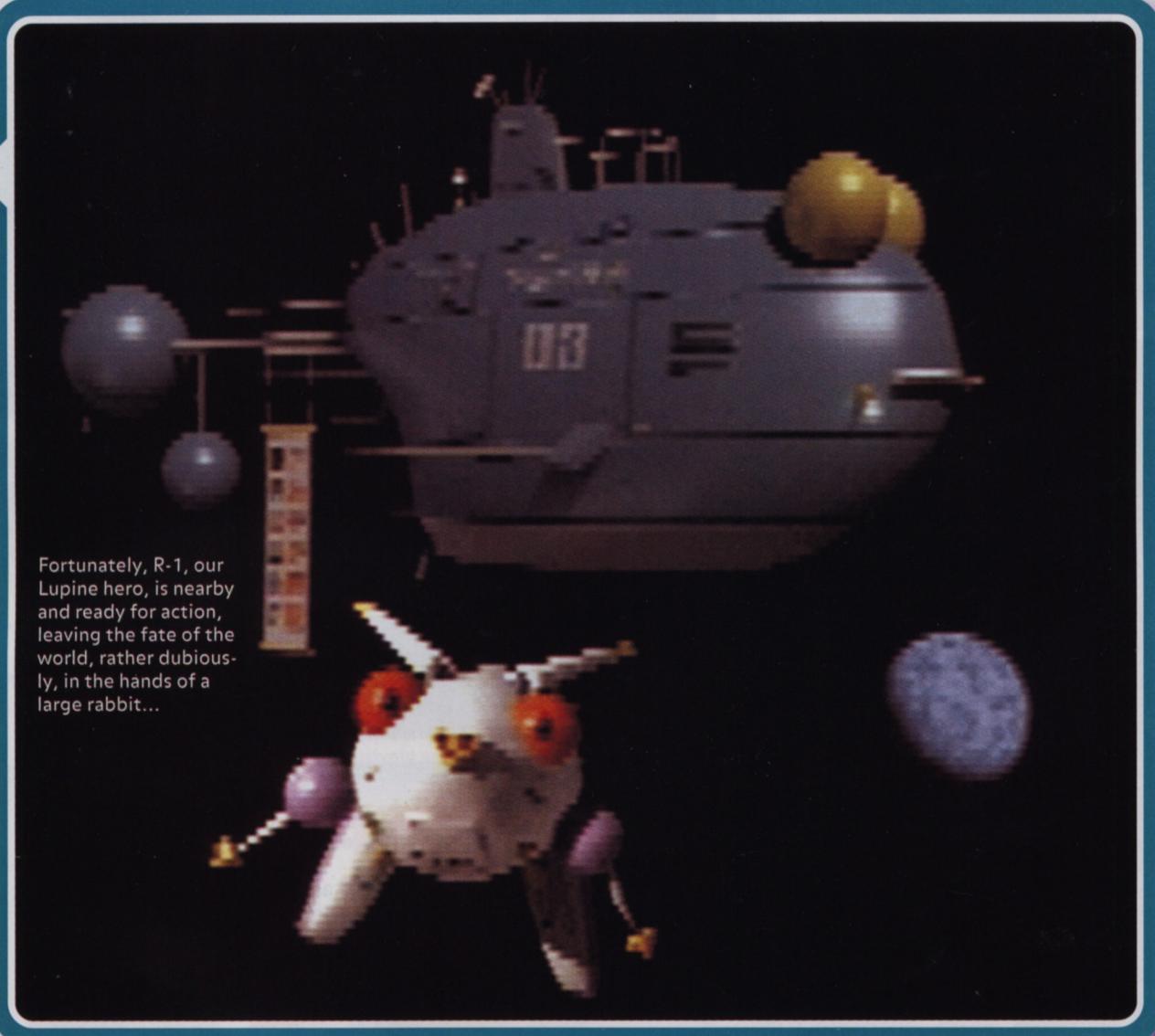
E

U

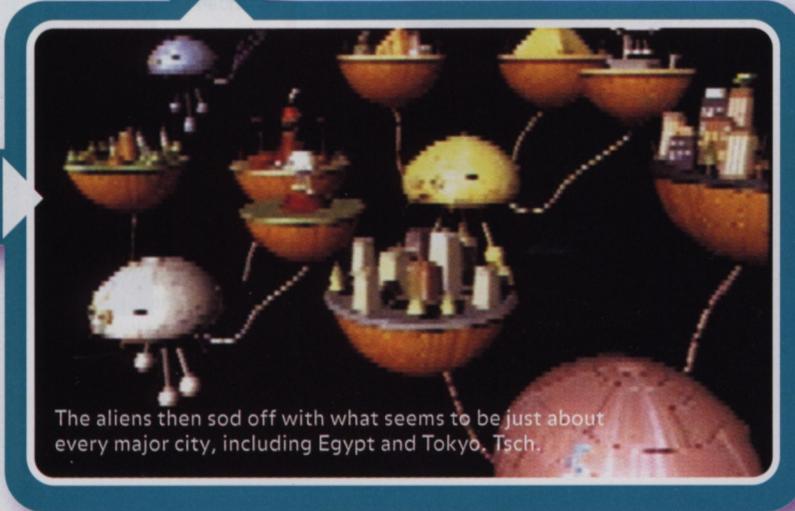
I

E

W



Fortunately, R-1, our Lupine hero, is nearby and ready for action, leaving the fate of the world, rather dubiously, in the hands of a large rabbit...



The aliens then sod off with what seems to be just about every major city, including Egypt and Tokyo. Tsch.



It's vertigo ahoy, as R-1 balances on the edge of a very, very high ledge, and looks down into the abyss.

JUMP AROUND

With his design based on that of the common or garden rabbit, it's not surprising to find that R-1's many abilities include the ability to jump. With the addition of bionic components his skills are considerably enhanced, to say the least.



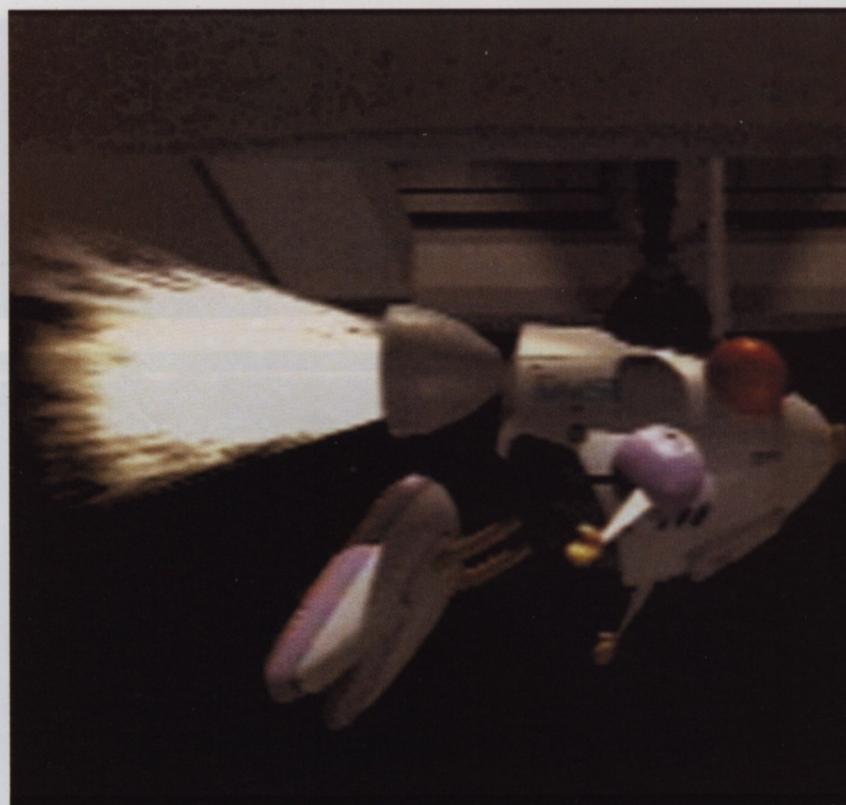
Press once for a standard jump...



... press again at the apex for a higher jump...



... and once more for the best possible height. Both the second and third jumps automatically switch your view to looking down between your feet. Your shadow helps to target exactly where you want to land, and the sensation falling gives will quite literally turn your stomach!



If you're the sort of player who likes to score as much as possible along the way, you need to end the level with time to spare, and as much health remaining as possible.

POWER-UP!

In these days of rendered images and fancy sprites, where would we be without a good old power-up to help...

WEAPONS

ACORN

A powerful bomb which detonates next to its target.



LASERS

A high-powered energy beam. Short-lived.



ROCKETS

Unleashes dozens of missiles. Good for crowd control.



TWIZLERS

Fire laser hoops. Similar in style to the rocket weapon.



POWER-UPS

CARROT

This single carrot will sort you out with a bit of extra energy.



PILL

A psychedelic invincibility pill. Trippy.



HOURGLASS

Extended time.



TIME STOP

Temporarily stops everything moving.



JETPOD

The object of your jumping quest.

P
R
E
U
I
E

III

1

BONUS!

Should you be lucky enough to spot one of these spinning bonus rings as you hop around the level, jump into it and you'll be rewarded with an extra level. Here you'll find a number of balloons strung up, all plump and juicy, and ready to burst. It only takes one well-aimed shot

to pop these beauties, and you'll either be rewarded with point-earning cash, or a handy weapon icon. Don't dawdle, though, as you're up against a strict time limit, and could be dropped back into the real world at a moment's notice.



A WHOLE NEW WORLD

Each of the six worlds in Jumping Flash contain three sections. The first two are straight-forward levels, while the third 'island' contains an end-of-level guardian. The only exception to this rule is the very last world, where the second island has a rather nasty 'bunny arena'.



VIEW TO A KILL

The screen in Jumping Flash is superbly designed and offers as large an overview of the level as possible, with the assorted info panels dotted, unobtrusively around the edge.

Time: How long you have to complete the current level.

Score: Pretty damn obvious really.

Radar: The light blue indicates your field of vision, with white and red dots marking enemies and Jetpods respectively.

Weapons: Any further power-ups are displayed here, with three pockets holding one item each.

Spring: Displays the number of Jetpods collected (red sections) and how many are remaining (white).

Boss Energy: When you're on an end-of-level challenge, the boss' energy is shown here.

Energy: Stretches across the base of the screen, and reduced with every hit.



Lives: Obvious.



RAIDEN PROJECT



Whilst rarely seen in the nation's arcades these days, you're still likely to see one of the Raiden coin-ops in your local kebab shop, with its two-button facia covered in bits of lettuce and onion. A vertically-scrolling blaster of the old school, Raiden is a one or two-

player game with the player guiding a small laser-toting spaceship through wave after wave of oncoming alien hordes. There's no plot, but such was the appeal of a 'meat'n'potatoes' blaster that a sequel featuring slicker graphics was soon released into the UK's fast food parlours.

Raiden Special crams arcade-perfect versions of both on to the one CD, spoiling the player with the choice of the older game's stages, or the revamped version's eight much busier levels and improved aesthetics. As the player manoeuvres their way upscreen, the said enemy fleet swarms on screen discharging more flak than the Galaxians and Space Invaders could have managed between them. Thus, avoiding contact with them, the basic aim is to blast as many as possible, collect the coloured power-ups they engorge when hit, and use them against the bosses who lurk at the end of each stage. Oh, and of course a shoot 'em up of such pedigree as this would be virtually naked without a smart bomb of some kind, so two varieties have been provided. Yes, it really is that simple.

EXTRA BOMBS AND DIFFERENT TYPES OF MISSILES ARE ALSO RELEASED BY EXPLODING ALIENS, AND MUST BE COLLECTED IF YOU WANT TO SURVIVE.



'LOOK AT THE SIZE OF THAT THING...'

A shoot 'em up without a boss of some kind is like Torville without Dean. Or Pearl without Dean, for that matter. As such, Raiden Special is more than well equipped to fend off the fancier-looking blasters. Both games feature a larger ship of some kind which litters the screen with flak as the player tries to blow off its extremities before concentrating on the main bulkhead. Initially the game is set on Earth with the player battling large planes and ground-based vehicles, but the ultimate foe is revealed to be an alien menace — who proves very resilient to the craft's firepower.

MASSIVE BADDIES ARE A NASTY, AND FREQUENT OCCURRENCE IN RAIDEN, AND CONSIDERING I'VE ONLY GOT WEAK LASERS HERE, YOU'LL NOT BE SURPRISED TO FIND I DIED IN SECONDS!



LASER SURGERY

Blasting crab-like spacecraft reveals one of three icons. The former are marked with a B and are added to the player's smart bomb collection, and act either as a concentrated blast or a spattering of smaller detonations – whilst an icon marked with an H adds homing missiles to your inventory. Alternatively, a coloured gem appears and begins to cycle between blue, red and magenta. Depending on which colour it is when collected, the player is armed with a laser (blue), double bullets (red), or a rather smart homing beam which locks in on a target until it is destroyed (magenta), and collecting multiples of the same colour upgrades the weapon to a maximum of four times' its power. Note, though, that contact with an enemy sprite or their flak results in the instant loss of a life and all the icons collected, although a handful still float around the play area for the player to retrieve.

LASER



DOUBLE BULLETS



HOMING BEAM



P
R
E
U
I
E



BULLETS FLYING EVERYWHERE, YOU'LL BE GLAD THAT YOU HAVE INFINITE CREDITS. THIS MAKES THINGS A DAMN SIGHT CHEEPER THAN IT EVER WAS DOWN THE LOCAL KEBAB SHOP!

SCREEN TEST

The Raiden coin-op uses an upended screen, with more of the vertically-scrolling action visible as a result. However, when played through an ordinarily-positioned monitor, the Playstation version leaves two rather conspicuous black areas on either side of the action. If this proves unforgivable, though, and you are willing to risk rolling your screen over on its side, the developers have added a mode whereupon the screen can be tilted to rectify such a problem.



OVERWHELMING ISN'T THE WORD IN RAIDEN. STILL, I'M SURE YOU'RE USED TO THESE SORTS OF ODDS IN GAMES BY NOW.



TOSHINDEN



EVEN THOUGH RUN-GO HAS AN ENORMOUS CLUB, THAT DOESN'T MEAN HE CAN'T TAKE CARE OF HIMSELF WITH A WELL-TIMED HEADBUTT. OUCH!



sunny backdrop with red and white-suited karate black belts facing each other before launching into a mixture of flying kicks and low sweep attacks. Two more karatekas, this time competing with a dojun in the backdrop, and with the option of a third combatant. Gone are the traditional fighters, replaced by 'World Warriors', each of whom is endowed with a wealth of complex moves, including fireballs

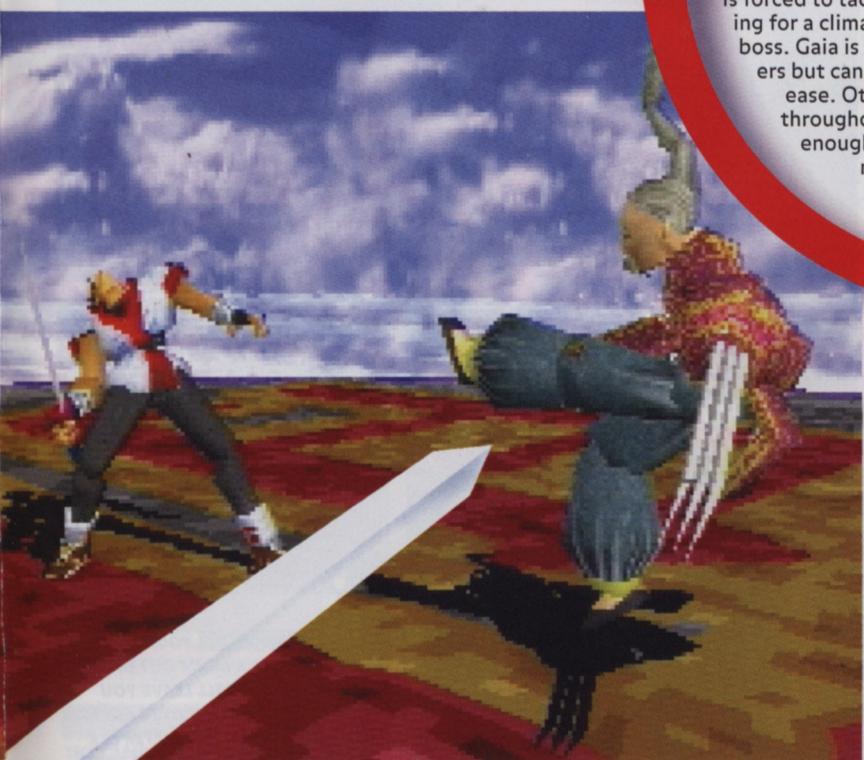
and kicks which defy gravity. A mutant invasion, where digitised heroes battle it out for the chance to disembowel their opponent using one of a number of finishing moves. The history of binary fighting has just been compacted into four sentences, and one basic motif is dominant during the ten years between Way Of The Exploding Fist for the C64 and the more recent Mortal Kombat and its sequel: two-dimensions.

Whilst game designers have busied themselves adding combinations of moves, more detailed backdrops and stranger characters than ever before, the action has always been limited to a side-on view, with no real sense of depth. But now that has changed. Imagine some of the finest special moves to date, combinations of punches and kicks previously unheard of, and unusual characters. Now

imagine a game which abandons the dated two-dimensional view in favour of a system which pans around the play area, zooms in on kicks and pans out again. A game which does things even Cynthia Rothrock and Jackie Chan won't immortalise on film for years. You have just imagined Toshinden...



GO



GAIA IS A HUGE CYBORG, AND THE FIRST OF THE GAME'S TWO BOSS CREATURES. HE IS ARMED WITH A MASSIVE SWORD AND SCORPION TAILS WHICH UNLEASH A STREAM OF FIRE-BALLS. NOT AN ENEMY TO BE UNDERESTIMATED.



BOSS AN OVER

Toshinden is effective as either a one or two-player game. With two players at the helm the game is simply a 'survival of the fittest' battle, with the two opponents using whatever means necessary to win the round. The one-player round, however, pits the player's chosen fighter against the other five main characters, each of whom gain intelligence as the game progresses. In addition, the player is forced to tackle a clone of their own fighter before heading for a climactic face-off against Gaia – the game's main boss. Gaia is basically an amalgam of the existing fighters but can pull off each of their special moves with ease. Other characters have also been hidden throughout the game, and await players brave enough to fight through the game's 'Hard' mode without using any of the continues on offer.



AND IN THE RED CORNER...

TOSHINDEN FEATURES EIGHT FIGHTERS IN ALL. SIX OF THESE CAN BE SELECTED FROM THE OPTIONS SCREEN, WITH THE LAST TWO ACTING AS BOSSSES IN THE ONE-PLAYER GAME. THE JOYPAD'S FOUR MAIN BUTTONS ARE USED TO EFFECT THE BASIC SWIPES AND KICKS, WHILST COMBINATIONS OF DPAD MOVES AND BUTTON PRESSES LAUNCH THE CHARACTER INTO ONE OF THEIR SPECIAL MOVES. SIMILARLY, THE JOYPAD'S TOP BUTTONS COME INTO PLAY TO CALL UPON ONE OF THE CHARACTER'S SPECIAL MOVES. THESE DIFFER DEPENDING ON WHETHER THE CHARACTER IS MID-BATTLE OR IN THE AIR.



DUKE B LOMBARD

DETAILS:

Duke hardly rivals Linford Christie in terms of speed, but his massive sword balances out his lack of pace somewhat. His special sword stab wipes out 50 percent of his opponent's energy instantly – if pulled off successfully, that is.



DUKE'S SPECIAL ATTACK IS A SWORD-WIELDING BLITZ WHICH CAN HALVE AN OPPONENT'S ENERGY.





R
E
V
I
E
W

COMMENT

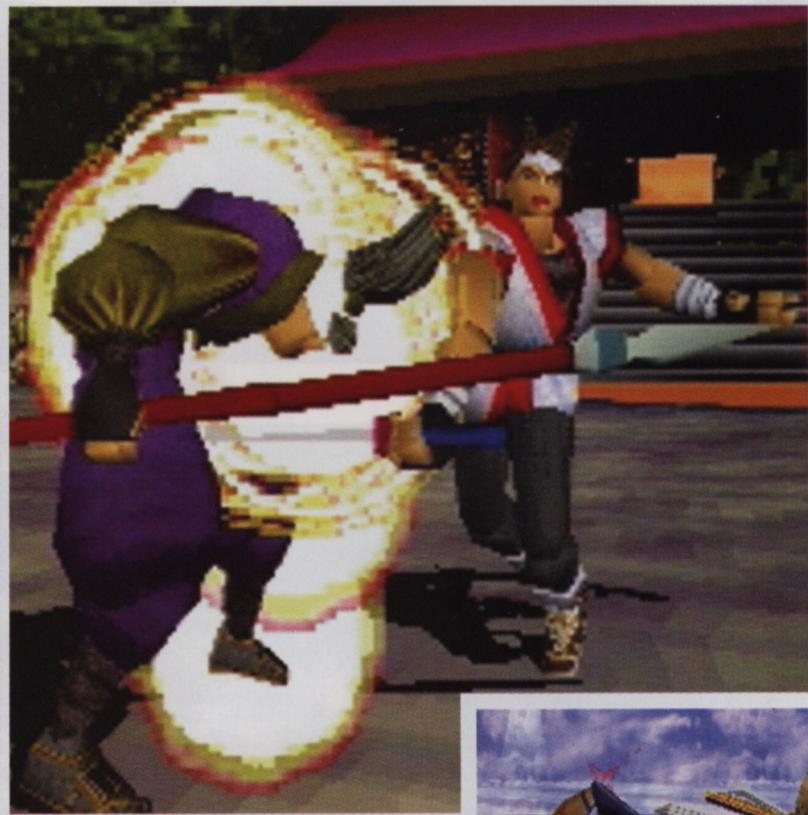
With the arrival of Toshinden, the beat 'em up continues its journey into the 90s. Pinpointing what makes this game so different from the thousands of side-viewed efforts available on other systems is easy — it's all down to the assorted 3D views and panning modes that give the game a realistic feel other beat 'em ups could only dream of. However, fancy graphics and effects aside, the gameplay isn't up to the like of, say, Tekken, and while the assorted special moves and combination attacks are a doddle to execute, the level of control doesn't quite feel 100 percent solid. The one-player mode is a little too easy, and die-hard combatants will probably opt to stick with the game's hard mode, but this is easily one of the most impressive beat 'em ups you're likely to see for a fair while.

Unfortunately, looks aren't everything. Still, this is an excellent game, and certainly an attractive offering.



STEVE

AS WELL AS IMPRESSIVE SPECIAL MOVES AND DISTANCED ATTACKS, THE FIGHTERS CAN ALSO USE A SERIES OF CLOSE-CONTACT MOVES, INCLUDING A VARIETY OF THROWS AND JABS.



OCCASIONALLY, YOUR FIGHTER WILL PULL A MOVE OUT OF THE BAG WHICH WILL LEAVE YOU AMAZED. SUCH MOVES ARE EXECUTED WHEN THE PLAYER IS A VERY SPECIFIC DISTANCE FROM THEIR FOE, AND AN ATTACK BUTTON IS USED.

DETAILS:

Eiji, is Toshinden's equivalent to Street Fighter's Ryu. Armed with a sword, his special moves include a fireball, whilst his other attributes are pretty average, making him a good all-round fighter.



EIJI



Eiji's fireball special is devastatingly effective at close range.

WHilst Eiji's jumping is legendary, he is vulnerable to attacks on descent.



Sliding attacks are also extremely effective when dealt out at top speed.

DETAILS:

The largest of the six fighters, Run-Go enters battle armed with a huge club. His hits effect more damage than any of the other characters', but this is compensated for by his slightly slower speed.



RUN-GO



Brute force is Run-Go's strength, but conversely he is slightly slow. Just keep out of his way.

Similar to Eiji, Run-Go's has two strengths of fireball at his disposal, and makes good use of them.





R

E

U

I

E

W

1

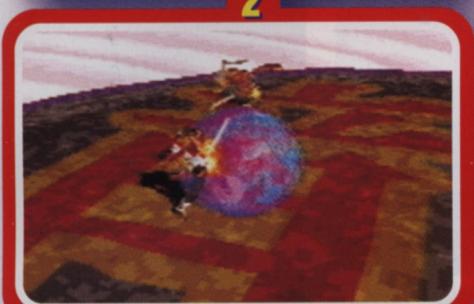
2

3

BARE KNUCKLE FIGHTING

At its most basic, Toshinden is a beat 'em up played across three timed rounds, and from three possible views. As with the likes of Mortal Kombat II, the bouts are a 'best of three' affair, with the winner of two bouts the victor — but this can be achieved in a number of ways. Situated at the top of the screen is an energy bar for each of the fighters, and with every hit conceded, this is diminished. The first player to fully deplete the other's is the winner. However, should the timer expire, the winner is the character with the most energy remaining. Other aspects come into play, such as, when a character's energy is depleted to such a point that the bar flashes to indicate their imminent death, pressing the four buttons on the top of the joypad sends the struggling player into a frenzy of special moves!

Similarly, each bout is played upon a slightly raised dais, and should either player step out of the arena, they are instantly disqualified.



ALL THE MOVES ARE VIEWED IN 'TRUE' 3D, AND AS THE CAMERA PANS AROUND THE SCRAP, IT'S NOT UNCOMMON TO SEE A HUGE FIREBALL APPEAR FROM NOWHERE AND BLAST ACROSS THE SCREEN!

DETAILS:
If Eiji is Toshinden's Ryu, then Kayin is surely Ken. He is the same in virtually every respect as Eiji — even down to the sword and fireballs.



KAYIN



KAYIN IS THE BEST ALL-ROUND CHARACTER, AND ONE NOVICES WILL FAVOUR.

KAYIN'S FIREBALL IS VISUALLY MORE IMPRESSIVE THAN EIJI'S, NOT TO MENTION DEVASTATING IN ACTION.



DETAILS:
The most dodgy entrant to the fight, Sofia is armed with a whip which she uses to tame her foes. Her lithe figure means that she is one of the more agile characters, and her whip-cracking skills also allow for rapid-fire attacks and a rather nifty line in energy hoop attacks. Stand well back.

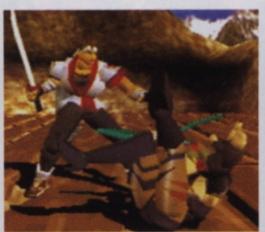


SOFIA



SOFIA'S WHIP CAN SUMMON AN EXTREMELY POWERFUL HOOPED ENERGY BOLT.

SPECIAL MOVES DRAMATICALLY HELP ALONG THE WAY.





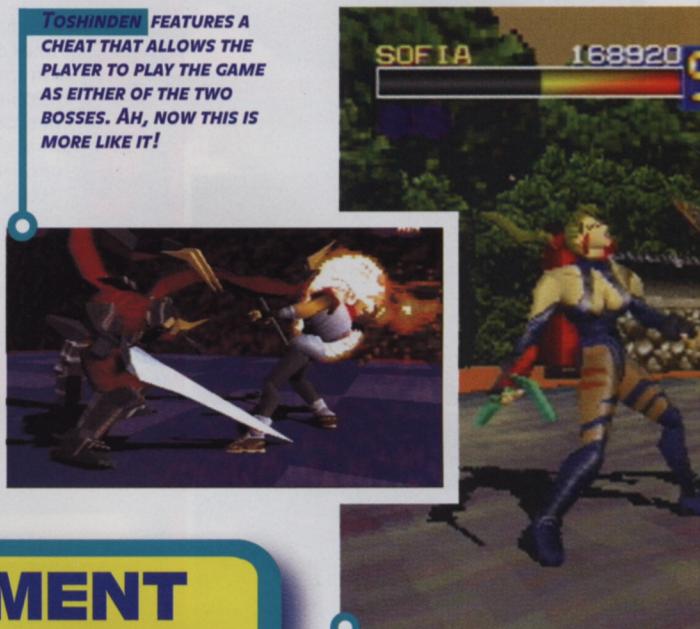
R
E
V
I
E
W



STRINGING 'EM ALONG

The test of a decent beat 'em up is if it allows the player to string together a stunning and instinctive array of moves which rapidly whittle away at their victim's energy bar. Toshinden is more than well catered for in this department, and a well-practiced player will find themselves trying to piece together up to a dozen punches, kicks and specials in an attempt to destroy their rival — making the likes of Bruce Lee and Jean-Claude Van Damme look a bunch of whoosies!

TOSHINDEN FEATURES A CHEAT THAT ALLOWS THE PLAYER TO PLAY THE GAME AS EITHER OF THE TWO BOSSSES. AH, NOW THIS IS MORE LIKE IT!



COMMENT

The first time I saw Toshinden was the first time I saw a PlayStation. Impressed doesn't do justice to how I felt, but now I have to say that I'm not quite so blown away as I was all those months ago. The main reason for this is the fact that, since then, I've been spoilt rotten by Tekken. Toshinden doesn't have such a 'solid' feel to it, with gravity and weight seeming somehow less realistic in comparison to the aforementioned game. Of course, this is a much more fantasy-based game, but I can't help feeling that I'm not totally in control throughout. This isn't to say that Toshinden isn't fantastic, it just isn't the best.



MATT

EACH CHARACTER HAS THEIR OWN FIGHT SETTING, AND THESE RANGE FROM ROCKY PLATEAUS, DIMLY-LIT NIGHT CLUBS, AND JAPANESE GARDENS.

DETAILS:

Another sword-wielding warrior, Mondo's special attacks include a devastating combination attack which includes a flurry of blows, and a jump move which sees him loose off a series of fireballs at the opponent below.



MONDO



THE SPEAR IS IDEAL FOR KEEPING FOES AT BAY, AND IS ALSO SUPERB FOR BLOCKING.



MONDO COMBINES MID-AIR JUMPS WITH ACCURATE FIREBALL SKILLS.



DETAILS:

The oldest entrant relies on his mystical powers more than his strength during battle. His main ally is a special move that summons a huge force field to stun anyone coming into contact with it. Long blades attached to his arms also help keep opponents at a distance.



FO-FAI



FO'S POWER ORB SPECIAL CAN BE USED EITHER WHEN STANDING OR IN A MID-AIR JUMP.





TOSHINDEN'S SPRITES MAKE THEIR 'VIRTUA' RIVALS LOOK EXTREMELY CHUNKY AND UNWIELDY, WHILST THE BACKDROPS HAVE BEEN ANIMATED FOR EXTRA DETAIL.



DETAILS:
Small, but fast, Ellis is armed with two small sai blades. Her diminutive size means that enemy hits sap her strength more than normal, but her speed is second to none. Similarly, this also allows for speedy combo attacks during the game.



ELLIS



ELLIS IS THE FASTEST CHARACTER IN THE GAME, BUT THE MOST EASILY HURT.



RELEASE OUT NOW

PRICE £34.99

BY TAKARA

PLAYERS 1-2

GAME SPEC

**GAME DIFFICULTY:EASY
CONTINUES:FIVE
SKILL LEVELS:3**

PROS & CONS

- + Easy to pick up.
- + Tons of moves.
- + Good variety of characters.
- + Gorgeous graphics.
- The basic game mode is a little too easy.
- Could do with a few more fighters to play with.

SCORES

87

GRAPHICS

85

ANIMATION

85

SOUND FX

85

78

MUSIC

81

82

LASTABILITY

82

83

PLAYABILITY

83

OVERALL

**OUT SEPTEMBER 22ND
[INCLUDING FREE 20 PAGE SUPPLEMENT]**

